

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include page of this form.

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-AB20 (Also PTO-1449)

**Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.**

Form PTO-FB-A820 (Also PTO-1449)

INFORMATION DISCLOSURE CITATION		ATTY. DOCKET NO.	SERIAL NO.			
		<u>723-1452</u>	<u>Unknown</u>			
		APPLICANT				
(Use several sheets if necessary)		<u>PARIKH et al.</u>				
		FILING DATE	GROUP			
		<u>November 20, 2003</u>	<u>1676 2676</u>			
U.S. PATENT DOCUMENTS						
*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
<i>M</i>	6,226,012	5/2001	PRIEM et al.	1		
	6,198,488	3/2001	LINDHOLM et al.	1		
	6,181,352	1/2001	KIRK et al.	1		
	6,173,367	1/2001	ALEKSIC et al.	1		
	6,092,124	7/2000	PRIEM et al.	1		
	6,057,852	5/2000	KRECH, Jr.	1		
	6,037,949	3/2000	DeROSE et al.	1		
	6,028,611	2/2000	ANDERSON et al.	1		
	6,025,853	2/2000	BALDWIN	1		
	6,023,738	2/2000	PRIEM et al.	1		
	6,002,409	12/1999	HARKIN	1		
	5,999,196	12/1999	STORM et al.	1		
	5,969,726	10/1999	RENTSCHLER et al.	1		
	5,949,440	9/1999	KRECH, Jr. et al.	1		
	5,949,424	9/1999	CABRAL et al.	1		
	5,940,086	8/1999	RENTSCHLER et al.	1		
	5,920,326	7/1999	RENTSCHLER et al.	1		
	5,917,496	6/1999	FUJITA et al.	1		
	5,874,969	2/1999	STORM et al.	1		
	5,821,949	10/1998	DEERING	1		
	5,815,166	9/1998	BALDWIN	1		
	5,805,868	9/1998	MURPHY	1		
	5,801,716	9/1998	SILVERBROOK	1		
	5,801,706	9/1998	FUJITA et al.	1		
	5,798,770	8/1998	BALDWIN	1		
	5,777,629	7/1998	BALDWIN	1		
	5,774,133	6/1998	NEAVE et al.	1		
	5,768,629	6/1998	WISE et al.	1		
	5,768,626	6/1998	MUNSON et al.	1		
	5,764,243	6/1998	BALDWIN	1		
	5,758,182	5/1998	ROSENTHAL et al.	1		
	5,727,192	3/1998	BALDWIN	1		
	5,721,947	2/1998	PRIEM et al.	1		
	5,701,444	12/1997	BALDWIN	1		
	5,687,357	11/1997	PRIEM	1		
	5,608,424	3/1997	TAKAHASHI et al.	1		
	5,594,854	1/1997	BALDWIN et al.	1		
	5,504,917	4/1996	AUSTIN	1		
<i>UChante</i>			Date Considered	<i>5/2/05</i>		

**INFORMATION DISCLOSURE  
CITATION**

**ATTY. DOCKET NO.**

SERIAL NO.

723-1452  
**APPLICANT**

## Unknown

(Use several sheets if necessary)

PARIKH et al.

**FILING DATE**

**GROUP**

November 20, 2003

~~1976~~ 2076

## **U.S. PATENT DOCUMENTS**

## **TRANSLATION**

UChadra

**Date Considered**

5905

INFORMATION DISCLOSURE CITATION	ATTY. DOCKET NO.	SERIAL NO.
	<u>723-1452</u>	<u>Unknown</u>
(Use several sheets if necessary)	APPLICANT	
	<u>PARIKH et al.</u>	
FILING DATE		GROUP
	<u>November 20, 2003</u>	<u>1696 2676</u>

## FOREIGN PATENT DOCUMENTS

TRANSLATION

	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	YES	NO
✓	JP 11226257	8/1999	JAPAN (w/English Abstract)				
✓	JP 11203500	7/1999	JAPAN (w/English Abstract)				
✓	JP 11161819	6/1999	JAPAN (w/English Abstract)				
✓	JP 11076614	3/1999	JAPAN (w/English Abstract)				
✓	JP 11053580	2/1999	JAPAN (w/English Abstract)				
✓	WO 94/10641	5/1994	WIPO				
✓	CA 2,070,934	12/1993	CANADIAN				

## OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

- Photograph of Sony PlayStation II System  
 Photograph of Sega Dreamcast System  
 Photograph of Nintendo 64 System  
 Whitepaper: 3D Graphics Demystified, November 11, 1999, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: "Z Buffering, Interpolation and More W-Buffering", Doug Rogers, January 31, 2000, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: Using GL\_NV\_vertex\_array and GL\_NV\_fence, posted 8/1/2000, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: Anisotropic Texture Filtering in OpenGL, posted 7/17/2000, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: Mapping Texels to Pixels in D3D, posted 4/5/2000, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: Guard Band Clipping, posted 1/31/2000, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: Cube Environment Mapping, posted 1/14/2000, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: Color Key in D3D, posted 1/11/2000, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: Vertex Blending Under DX7 for the GeForce 256, 1/5/2000, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: Optimizing Direct3D for the GeForce 256, 1/3/2000, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: Dot Product Texture Blending, 12/3/1999, [www.nvidia.com](http://www.nvidia.com)  
 Whitepaper: Technical Brief: AGP 4X with Fast Writes, 11/10/1999, [www.nvidia.com](http://www.nvidia.com)  
 Technical Brief: Transform and Lighting, 11/10/1999, [www.nvidia.com](http://www.nvidia.com)  
 Technical Brief: What's New With Microsoft DirectX7, posted 11/10/1999, [www.nvidia.com](http://www.nvidia.com)  
 Mitchell et al., "Multitexturing in DirectX6", Game Developer, September 1998, [www.gdmag.com](http://www.gdmag.com)  
 VisionTek, "GeForce2 GS Graphics Processing Unit", ©2000 [www.visiontek.com](http://www.visiontek.com)  
 Jim Bushnell et al. "Advanced Multitexture Effects With Direct3D and OpenGL", Pyramid Peak Design & ATI Research, Inc., GameDevelopers Conference, ©1999  
 Sony PlayStation II Instruction Manual, Sony Computer Entertainment Inc., ©2000  
 Stand and Be Judged, Next Generation, May 2000  
 PlayStation II: Hardware Heaven or Hell?, Next Generation, January 2000  
 Chris Charla, "Play Station II: The Latest News", Next Generation, September 1999  
 "First PlayStation II Gameplay Screens Revealed!", Next Generation, September 1999  
 Game Enthusiast Online Highlights, March 18, 1999  
 Game Enthusiast Online Highlights, March 19, 1999  
 Game Enthusiast Online Highlights, March 17, 1999  
 Game Enthusiast Online Highlights, October 20, 1999  
 Joel Easley, "PlayStation II Revealed", Game Week, September 29, 1999

\*Examiner

Wentz

Date Considered

stg/05

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

INFORMATION DISCLOSURE CITATION	ATTY. DOCKET NO. <u>723-1452</u>	SERIAL NO. <u>Unknown</u>
(Use several sheets if necessary)	APPLICANT <u>PARIKH et al.</u>	GROUP
	FILING DATE <u>November 20, 2003</u>	<i>10/26 2676</i>
<b>OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)</b>		
<p>Inside Sony's Next Generation Playstation, ©1999</p> <p>Press Releases, March 18, 1999</p> <p>Chris Johnston, "PlayStation Part Deux", Press Start, ©1999</p> <p>Nikkei Shimbun, "Sony Making SME, Chemical and SPT into Wholly-Owned Subsidiaries", March 9, 1999</p> <p>AM News: Japanese Developers Not All Sold on PS2, Next Generation, March 16, 1999</p> <p>Sony To Turn PlayStation Maker Into Wholly Owned Unit-Nikkei, Dow Jones News Service, March 8, 1999</p> <p>Yumiko Ono, Sony Antes Up Its Chips In Bet On New Game System, Dow Jones News Service, March 4, 1999</p> <p>MacWeek.Com Gets Inside Story on Connectix VGS for Windows; Controversial Emulator of Sony PlayStation Games Currently Available for Macs Only, Business Wire, March 12/1999</p> <p>"DexDrive Bridges Gap", The Tampa Tribune, March 12, 1999</p> <p>A Microprocessor With a 128b CPU, 10 Floating-Point MAC's, 4 Floating-Point Dividers, and an MPEG2 Decoder, 1999</p> <p>IEEE International Solid-State Circuits Conference, February 16, 1999</p> <p>Dreamcast Instruction Manual, Sega Enterprises, Ltd., ©1998</p> <p>"Sega To Launch Video Camera for Dreamcast", Reuters Business News, February 16, 2000</p> <p>David Pescovitz, "Dream On", Wired, August 1999</p> <p>Randy Nelson, "Dreamcast 101: Everything You Ever Wanted To Know About Sega's Powerful New Console", Official Sega Dreamcast Magazine, June 1999</p> <p>2D/3D Graphics Card User Manual, Guillermo ©1999</p> <p>Nintendo 64 Instruction Booklet, Nintedo of America, 1998</p> <p>Steven Levy, "Here Comes PlayStation II", Newsweek, March 6, 2000</p> <p>David Sheff, "Sony Smackage: Test Driving The PlayStation II", Wired, November 1999</p> <p>Introducing The Next Generation PlayStation, Sony Computer Entertainment Inc., ©1999</p> <p>Leadtek GTS, August 3, 2000, <a href="http://www.hexus.net">www.hexus.net</a></p> <p>Voodoo 5 5500 Review, July 26, 2000, <a href="http://www.hexus.net">www.hexus.net</a></p> <p>ATI Radeon 64 Meg DDR/OEM, August, 19, 2000, <a href="http://www.hexus.net">www.hexus.net</a></p> <p>Microsoft Xbox - The Future of Gaming, Microsoft Xbox Performance Sheet, <a href="http://www.xbox.com">www.xbox.com</a></p> <p>Robert L. COOK, "Shade Trees", Computer Graphics, Vol. 18, No. 3, July 1984</p> <p>WANG et al., "Second-Depth Shadow Mapping", Department of Computer Science, Univ. N.C, Chapel Hill, N.C. pp. 1-7</p> <p>PEERCY et al., "Efficient Bump Mapping Hardware", Computer Graphics Proceedings, Annual Conference Series, 1997</p> <p>Gustavo OLIVEIRA, "Refractive Texture Mapping, Part One", <a href="http://www.gamasutra.com">www.gamasutra.com</a>, November, 10, 2000</p> <p>John SCHLAG, "Fast Embossing Effects on Raster Image Data, Graphics Gems IV, Edited by Paul S. Heckbert, Computer Science Department, Carnegie Mellon University, Academic Press, Inc., 1994, pp.433-437</p> <p>James F. BLINN, "Simulation of Wrinkled Surfaces," Caltech/JPL, pp. 286-292, SIGGRAPH 78 (1978)</p> <p>Tomas MÖLLER and Eric HAINES "Real-Time Rendering", AK Peters, Ltd., ©1999, pp. 127-142</p> <p>Technical Presentation: Vertex Buffers, posted 6/12/2000, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Hardware Transform and Lighting, <a href="http://www.nvidia.com">www.nvidia.com</a>, posted 6/12/2000</p> <p>Technical Presentation: Hardware Bump-mapping Choices and Concepts, 6/07/2000, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: How to Bump Map a Skinned Polygonal Model, 6/7/2000, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Computations for Hardware Lighting and Shading, 3/17/2000, <a href="http://www.nvidia.com">www.nvidia.com</a></p>		

Examiner

*AlChante*

Date Considered

*1/9/05*

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

INFORMATION DISCLOSURE CITATION	ATTY. DOCKET NO.	SERIAL NO.
	<u>723-1452</u>	<u>Unknown</u>
(Use several sheets if necessary)	APPLICANT	
	<u>PARIKH et al.</u>	
FILING DATE		GROUP
	<u>Unknown</u>	<u>1676n 2674</u>
<b>OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)</b>		
<p>Technical Presentation: Practical Bump-mapping for Today's GPUs, 3/17/2000 <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Shadows, Transparency, &amp; Fog, 3/17/2000 <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: GeForce 256 Register Combiners, 3/17/2000, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: TexGen &amp; The Texture Matrix, 3/15/2000 <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Toon Shading, 3/15/2000, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: D3D 7 Vertex Lighting, 3/15/2000, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Per-Pixel Lighting (by S. Dietrich) 3/14/2000 <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: GeForce 256 and RIVA TNT Combiners, 12/8/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Vertex Cache Optimization, 11/12/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Vertex Blending, 11/12/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Hardware Transform and Lighting, 11/12/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: GeForce 256 Overview, 11/12/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: DirectX 7 and Texture Management, 11/12/1999 <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Dot Product Lighting, 11/12/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Texture Coordinate Generation, 11/3/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Phong Shading and Lightmaps, 11/3/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: The ARB_multitexture Extension, 11/3/1999 <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Multitexture Combiners, 11/3/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Emboss Bump Mapping, 11/3/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Hardware Accelerated Anisotropic Lighting, 11/3/1999 <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Technical Presentation: Guard Band Clipping, 11/3/1999, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>The RenderMan Interface, Stephan R. Keith, Version 3.1, Pixar Animation Studios, September 1989</p> <p>The RenderMan Interface, Version 3.2, Pixar Animation Studios, July 2000, <a href="http://www.pixar.com">www.pixar.com</a></p> <p>NVIDIA Product Overview, "GeForce2Ultra", NVIDIA Corporation, 8/21/00, <a href="http://www.nvidia.com">www.nvidia.com</a></p> <p>Duke, "Dreamcast Technical Specs", Sega Dreamcast Review, Sega, 2/99, <a href="http://www.game-revolution.com">www.game-revolution.com</a></p> <p>Marlin Rowley, "GeForce 1 &amp; 2 GPU Speed Tests", 5/11/2000, <a href="http://www.g256.com">www.g256.com</a></p> <p>"Dreamcast: The Full Story", Next Generation, September 1998</p>		
<b>OTHER REFERENCE ON SEPARATE CD:</b>		
DirectX 7.0 Programmer's Reference, Microsoft Corporation, 1995-1999 (as part of the DirectX 7.0 SDK on the Companion CD included with "Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999)		
<b>TEXTBOOK REFERENCES:</b>		
<p>"Inside Direct3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999</p> <p>"OpenGL Programming Guide, The Official Guide to Learning OpenGL, Release 1", Jackie Nieder, Tom David, Mason Woo, Addison-Wesley Publishing Co., 1993</p> <p>"Procedural Elements for Computer Graphics," Second Edition, David F. Rogers, McGraw Hill, 1998</p> <p>"Real-Time Rendering," Tomas Moller, Eric Haines, AK Peters, 1999</p> <p>"Computer Graphics, Principles and Practice," Second Edition, The Systems Programming Series, Foley, van Dam, Fieher, Hughes, Addison Wesley, 1990</p> <p>"Principles of Three-Dimensional Computer Animation", "Revised Edition, Michael O'Rourke, W.W. Norton &amp; Company, 1998</p>		

Examiner

*John Chaudhury*

Date Considered

*states*

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.